EIGHT FIGHTERS. EIGHT TECHNIQUES...

In ancient China, a powerful Kung Fu technique known as Hakkyoku ken ("the Eight Point Fist") was developed by the Imperial Guard. This technique won great admiration and many followers. Around the time of the Second World War, the Japanese army developed their own Hakkyoku ken techniques in order to create the ultimate fighting force.

Now, the only active master of Hakkyoku ken—a young man named Akira Yuki-sets off to travel the world in search of enlightenment... and worthy opponents.

He finds them in the World Fighting Tournament, where the strongest fighters have gathered to determine who stands supreme in the art of hand-to-hand combat. Any and all techniques are allowed, as long as the contestants use no weapons but their own bodies. After weeks of intense dueling, seven other warriors remain:

Sarah Bryant and her brother Jacky, both skilled in Sekken Do... Lau Chan and his daughter Pai and their special variations of Kung Fu... Jeffrey McWild, master of the violent Greek fighting style known as Pancratium... The ruthless professional wrestler Wolf Hawkfield... The ninia Kagemaru and his mysterious techniques...

All eight of these fighters have arrived to test their methods and their might against each other. Who will stand victorious?

STARTING UP

- Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.
- Place the Virtua Fighter disc, label-side up, in the well of the CD tray and
- 3. Turn on the TV or monitor and the Saturn. The Saturn logo will appeal onscreen. (If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.)
- 4. Either the Sega logo appears and the game introduction begins, or the onscreen Control Panel appears next. If the Control Panel appears, use the D-Pad to select the "S" mark and press Button C to start the game. The opening screens of the game appear.
- 5. If you wish to stop a game in progress or the game ends, press the Reset Button on the Saturn console to display the onscreen control panel.

IMPORTANT: Your Sega Satur CD disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Seq Saturn system has trouble reading the disc, remove the disc



- Directs your fighter during game play. L Button, R Button, Buttons X, Y, Z Selects items on main menu screen. Pauses gameolay: resumes paused game. Skips Instant Replay after match.

Button C* Makes your fighter kick. - Enters selections. Button B*

- Makes your fighter punch. - Cancels selections. Button A* Makes your fighter bloc

> * Use these buttons to produc special attacks. See character hints/moves panels.

Note: Button configurations can he changed in the Option menu.

Press the D-Pad UP or DOWN to select an option. Press LEFT or RIGHT to make choices within that option.

OPTIONS

Life Gauge: Alter the length of your fighter's Life Gauge. Choose from five settiings. The longer the Life Gauge, the less damage your fighter takes per hit.

Match Point: Select the number of rounds you want to use to decide a fighter's wictory. Choose from one to five points.

Time Limit: Choose how long you want your match to last: 10, 20, 30 or 60 seconds. Choose NO LIMIT to turn the match timer off.

Enemy Level (Arcade Mode only): How tough do you want your opponent to he? Choose from EASY to EXPERT.

Continue: Turn this option ON for a continuous challenge, just like at the arcades. Turn the option OFF to return to the Title screen after the game ends.

Sound Test, Voice Test, Music Test: Listen to the music, voices and sound effects used in the game. Press the D-Pad LEFT or RIGHT to select the name of the track you want to hear, then press Button A or C to play the track. Button B stops the sound.



Record: Bring up the Record screen to see stats on all the fighters in the game. To review a detailed data sheet of a particular fighter, highlight the fighter's name by pressing the D-Pad UP or DOWN, then press Button A or C. To return to the main Record screen, press Button B or Start. Press again to return to the Option menu.

TIME LIMIT

SOUMD TES

MUSIC TEST

JUHP SHALL

To clear the Records, Press Buttons L, X, Y and Z simultaneously

Pad Control: Use this feature to configure the buttons on your Control Pad. Select this option and press Button A or C to bring up the Control Pad screen. There are four different settings available. Each player highlights the desired setting by pressing the D-Pad LEFT or RIGHT. Press Button B or Start to return to the Option menu.

THE ARENA

Life Gauge: The green bar on this gauge gets smaller each time your fighter takes damage. The fighter whose life gauge vanishes completely is knocked out and

Fimer: This shows the amount of time left in the fight. When the timer reaches zero, the fighter with the least amount of vitality left on his or her life gauge loses the fight. The timer can be adjusted or turned off in the Option menu. Victory: This shows the total number of rounds won by each fighter. In the default

game, the first fighter to win two rounds wins the match. The number of rounds can Iso be set in the Ontion menu Champion's Total Time (Arcade Mode only): This shows the total amount of

The game ends as soon as your fighter loses a match. The Continue screen appears next.

The Player Select screen appears next. Select your fighter, then press Button C to move on

Ranking Mode: The game ends as soon as your fighter loses a match. The Ranking screen

To continue with your current level and opponent, press Start before the timer runs out.

time the current champion has lasted in the arena against his or her opponents.

to your first round with the opponent you lost to in your last game.

direction of the D-Pad commands for a fighter facing LEF

Solid arrows (>>) = Press and HOLD D-Pad in direction indicated

BBB... = Rapid tap (e.g. repeatedly tap Button B as fast as possible)

JEFFREY

[+] = Simultaneously (e.g. "[A+C]" means "Press Buttons A and C simultaneously")

Directions on the D-Pad are indicated by arrows. **Light arrows (**≥≥) = Press D-Pad in direction indicated

A = Guard (Defend), B = Punch, C = Kick

February 20, 1957

6'0" (183 cm)

Fisherman

Pancratium

Reggae Music

244 pounds (11

You have an unlimited number of Continues in both Arcade and VS Modes

appears, showing your progress. There is no Continue option for this mode.



CURRENT ROUND

(ARCADE MODE)

Press UP on the D-Pad and Button B simulataneously to jump or stomp on a

Press the D-Pad TWICE RIGHT or TWICE LEFT and HOLD

If you are within grabbing range of your opponent, press Buttons A and B

SIMULTANEOUSLY to throw the opponent. Throws vary according to fighter.

Button C. This kick can damage an opponent who is in a crouching guard position

Ouick Step: <<< or ≥≥

Dash/Retreat: < < or >>

Mid-Level Kick: 4 C

Regular Attacks:

& C = Mid-level Kick

Throw (all fighters except Akira): IA + B1

Quickly press the D-Pad DOWN/RIGHT, then press

B = Standing Jab B (on way up) = Hammer V B = Crouching Jab B (at a pex) = Straight Punch = Standing Kick (on way up) = Step Kick v C = Crouching Kick

C (on way down) = Punching Kick

Small Jump Attacks:

V +C (or V +CCC...) = Sweep Kick

C = Turn Kick

V +C (or V +CCC...) = Spin Sweep



Giant Leap Attacks:

MAIN MOVES

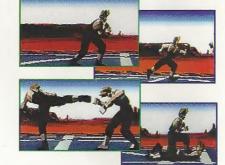
A +C (jumping straight up) = Jump Kick C (on way up) = Flying Low Kick

Kick Recovery with Opponent Near Feet:

Attacks on Opponents Behind You:

Kick Recovery with Opponent Near Head:

C (or CCC...) = Vertical Kick



> +B (on way up) = Rolling Hammer

Leaping Over Opponent Attack:

QUICK SAVES

Roll Backwards Away Fro rom Opponent: < Handspring Up Onto Feet: A

Roll Away to Side + Sweep Kick: A then C (Wait until completely on the

Quickly press the D-Pad TWICE LEFT or TWICE RIGHT for a quick step in

>+C (on way up: opponent in front of you) = Drop Kick

(immediately after apex) = Step Kick

+C (when opponent is immediately behind you) = Rolling Drop Kick

When you're knocked off your feet, you'll get up automatically after a few seconds, but during that time your opponent might try to stomp on you. Use these moves to save yourself:

Kick Recovery: Recover with Roundhouse Kick: CCC...

Recover with Sweep Kick: CCC ..

CREDITS

Producer American Product Specialist Product Specialist Number Valasquez

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Sels Co-ordinator
Sels Co-ordinator
Sels Co-ordinator Special Thanks
Manual

Suzuki Yu, James Spahn, Osamu Shibamiya, Steve Payne, Yukimi Shimura, Keiko Irino
Wendy Dinsmore & Eric Rawlins

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WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM. EPILEPSY WARNING: very small percentage of individuals may experience epileptic seizures when exposed to certain oht natterns or flashing lights. Exposure to certain natterns or backgrounds on a television right galents of hashing signs, exposure to certain patients of cacegorouses an active some screen or while playing video games any induce an epiteptic scalure in these individuals. Certain conditions may induce previously undetected epiteptic symptoms even in persons who have no history of prior sciences or epiteps, If you, or anyone in your family has an epiteptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

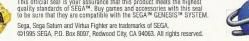
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Virtua Fighter produced by

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Full Name: Lau Chan Date of Birth: October 2, 1940



Stomp Attack

Kousou Raishouu:

Knusou Raishouu:

Taitouri Senkvaku

Rekkako Senkvaku:

fighters, and his throws do a great deal of damage. Use his Renkan

BB

≥B

A + C

BBBC

A B

≪ ≫ B (close to opponent)

Tenshin Kvaku to surprise the unwitting, HAI!!











A + B (or A + BBB ...)

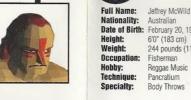
A + B (or A + BBB ...)

Though generally considered the "cheapest" character, Lau has an amazing A human juggernaut, Wolf is a power player's character. True to his wrestling arsenal of moves. Like his daughter Pai, he is one of the game's fastest background. Wolf moves with a slow but relentless brutality. Use his rushing moves (the Axe Lariat and Shoulder Rush) with caution—if your opponent blocks low, you could go flying off the edge of the ring! Wolf's Giant Swing, though difficult to pull off, is a joy to behold. Use it while standing near (but facing away from) the edge of the ring to give your opponent the bum's rush!

> Stomp Attack A + B (single stomp) A + BBB... (double stomp) High Elbow: Special Moves C (while standing from crouch)

Hammer Kick: BC Jab + Straight: BB Axe Lariat: ≥ ≥ B **Body Slam:** ≥ B (close to opponent) **Double Arm Suplex** ♠ [A + B + C] (close to crouching opponent Sonic Upper: A B Shoulder Attack **€** ≥ B ≪ B ♥ A > B (close to opponent) Giant Swing: (alternate) ≪ ∨ ≥ B (close to opponent) German Sunley [B + A] (while standing directly behind opponent)





What Jeffrey lacks in speed, he makes up for in power, with single moves that take off a quarter or more of his opponents' health! This gargantuan warrior could also be nicknamed. "The Punisher." as he is unforgiving of his opponents' mistakes. Jeffrey is also the proud possessor of a number of deceptive combos, made all the more surprising for his seeming slowness. An arcade favorite!

Flying Body Press: A + B (or A + BBB...) Raiden Drop A + B (or A + BBB...) Special Move

Double Knuckle: Knuckle Kick: BC **Body Lift:** ≪≪B Splash Mountain: 2 4 1B + C1 Machine Gun Knee Li ♥ > C (close to crouching opponent) Elbow Upper: ≥ ≥ B B Power Slam: B (close to opponent) **Power Bomb:**

W C B

▼ B (close to crouching opponent)

Toekick Hammer

Iren Claw:



Nationality: Date of Birth: Weight: Occupation

Koenraku:

Kaiten Jizurikyaku

Rairyuu Hishou Kyaku:

Haura Gasumi:

GAME OVER/CONTINUE

THE BASICS

Here are the basic movements for the D-Pad. All instructions on the following pages are for a fighter facing RIGHT. Reverse the





Stomp Attack Hiendan (close): Asuka (medium): A + B (or A + BBB... **Special Moves** BC Resshou: BB Resshoukyaku Katana Gasumi: Rvuuei Kvaku D⊗C $\leq B$ (close to opponent) Kagegasumi:

[B + A] (directly behind opponent

JG BV D BC

 $\geqslant \geqslant [A + B + C]$

behind opponents for a debilitating Haura Gasumi throw.

July 4, 1973 5'6" (168 cm) 119 lbs (54 kg) College Student Skydivina

Sarah Bryant

Full Name:

Stomn Attack



Although less powerful than her brother, Sarah is Jacky's equal in agility and speed, and is almost as quick with the stomp attack. Her knee attacks are formidable, but leave her vulnerable when missed. Use her Double-Step Knee to sucker in opponents who like to move in on "missed" attacks Ya-hol

Jumping Knee Stomp: A + B (or A + BBB...) Giant-Leap Knee Stomp: A + B (or A + BBB...)

Punch + High Kick: Jab + Straight: BB Double Punch + Snan Kick: B B C

Back Drop: [B + A] (standing directly behind oppone Illusion Kick 9 CC Double Joint Slam: . ≥ BC

Neck Breaker Somersault Kick P C Double-Sten Knee: D C A C

SARAH Jacky Bryant

Full Name: Nationality: Date of Birth: Weight: Occupation Hobby:

August 28, 1970 158 lbs (72 kg Indy Car Driver



agility and power, plus a wide array of vicious combos. He also possesses some of the most brutal recovery moves, which will make his opponents think twice about sweeping or standing behind him. His stomp attack is almost impossible to avoid. Another arcade favorite!

Combo-Rising Knee: BBBC

≥ ≥ B (close to opponent)

Specialty: Spin Kicks, Drop Attacks Jacky is perhaps the best all-around character, with high rankings in speed,

Jumping Knee Stomp: A + B (or A + BBB...)

Giant Leap Knee Stomp: A + B (or A + BBB...

Punch + Side Kick: BC **Face Crusher**

[B + A] (close to opponent) IB + Al (standing directly behind opponent) ≪BC ≥ B (close to opponent) Somersault Kick: P C

































